

**Imperial**

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**REVISION HISTORY**

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# Chapter 1

## Imperial

### 1.1 Imperial Help

```
                <<<<<<<      IMPERIAL      >>>>>>>
<<<<<<<      V2.0      >>>>>>>
<<<<<<< © 1993 Jean-Marc BOURSOT >>>>>>>
```

Impérial is a Jean-Marc Boursot production for Ringard' Production.

This program is SHAREWARE. If you like it and use it, I would like you to send me a registration fee of US\$10 (or 50FF, or 20DM) to the following address :

```
Jean-Marc BOURSOT
1 grand'rue
68170 RIXHEIM
(France)
```

I will inform everybody who has registered with me as described above, when a new version or a new production becomes available (an english PAL version and a sonorized version of Impérial can be send to registered users who want it).

The program may be freely distributed and copied for NON-COMMERCIAL use, as long as the following conditions are fulfilled:

- all files of the program must be included (Imperial, Imperial.data, Imperial.guide); english and french version must be included; distribution of single parts is not allowed.
- all files must be in their original form without any additions, deletions or modifications; all copyright notices in the programs and accompanying documentation files must remain on their places.
- the sales price must not be higher than the cost of an (empty) disk plus costs for shipping.

Special permission is given to Fred Fish to distribute this program on his "Fish Disks".

This software is provided "AS IS" without warranty of any kind, either expressed or implied. I explicitly reject any responsibility for any

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direct or indirect consequence from the use of it.

regtools.library isn't a part of Imperial and is under copyright Nico François.

Thanks to the game testers : Fabien, Bernie, Thierry, Tom, Brice, JD.  
(especially to Tom and his advices).

The best for the end : thanks to my fiancée Olivia who supports me after long nights to work (SWALK).

I start this nice program the 3/8/93.  
15/9/93 : V1.0 playable version without editor.  
27/9/93 : V1.6 editor added.  
16/10/93 : V2.0 english version, time counter added.  
10/11/93 : V2.5 music added, scores table, new menus.

French version PAL.  
English version NTSC.  
Compatibility A4000, A1200, Kick 2.0 & 3.0 (sorry, not 1.3).

Presentation  
Rules  
Installation  
Getting started  
Description of the game  
Description of editor  
Important remarks  
Credits

## 1.2 presentation

Impérial is a game for one or two players.  
You can see a board with a lot of tiles.

The tiles are taken from the game of Mah-Jongg. There are seven different suits of tiles :

-  
    Bamboos  
    -  
    Circles  
    -

Characters  
-  
Winds  
-  
Dragons  
-  
Flowers  
-  
Seasons  
Total : 144 tiles.

To see these tiles, look at the menu HELP/Tiles.

### 1.3 bamboos

There are bamboos on the tiles (except the first which has a bird)

There are 9 different Bamboos with numbers from 1 to 9.

There are 4 of each Bamboo.

### 1.4 circles

There are circles on the tiles.

There are 9 different Circles with numbers from 1 to 9.

There are 4 of each Circle.

### 1.5 characters

There are characters on the tiles.

There are 9 different Characters with numbers from 1 to 9.

There are 4 of each Character.

### 1.6 winds

There are chinese symbols on the tiles.

There are 4 different Winds : East (E),  
South (S),  
West (W),  
North (N).

There are 4 of each Wind.

---

## 1.7 dragons

There are colored symbols on the tiles.

There are 3 different Dragons : Green, White, Red.

There are 4 of each Dragon.

## 1.8 flowers

There are green chinese characters in the top left corner.

There are 4 different Flowers (one tile of each).

## 1.9 seasons

There are red chinese characters in the top right corner.

There are 4 different Seasons (one tile of each).

## 1.10 rules

You have to remove all the tiles from the board to win.

Here are the rules :

- a tile must be free to be removed : a tile is free when it has no tiles on top of it and when you can slide it out to the left or the right.
- tiles must be removed in matching pairs : tiles that compose the pair must be identical.

Note : Since there is only one of each kind of Season and Flower, any two in the suit may match.

To see the rules, look at menu HELP/Rules.

The program know the rules and it will open a requester when an error occurs (Tile isn't free or Tiles don't match).

## 1.11 installation

First, copy reqtools.library in your drawer LIBS:, then copy Imperial and Imperial.data in the drawer you want the game to be.

To execute, simply type :

---



```
1> Stack 10000          (stack must be at least 10000 bytes)
```

then

```
1> Imperial
```

NB : it's better to run Impérial from CLI than from WorkBench because the error messages need an output window.

## 1.12 getting started

You have to press the left mouse button on the title page to start the game.

It starts in solitaire with a random layout and a random game number.

Every game has (at least) one solution, you only have to find it.

## 1.13 game

Game menus are :

FILE

Load Game

Save Game

About

Quit

GAME

Solitaire

Challenge

Solution

Restart

New

Select

LAYOUT

Load

---

Edit  
Taipei  
Dragon  
Castle  
Bridge  
Glyph  
Cube  
MOVEMENT  
  
Back  
  
Advice  
HELP  
  
Tiles  
  
Rules  
  
Strategy  
  
Title

### **1.14 load game**

Open a file requester which allows you to load a formerly saved game.

The program control the selected file.

### **1.15 save game**

Open a file requester which allows you to save a game.

### **1.16 about**

Some greetings.

### **1.17 quit**

See you soon ...

---

## 1.18 solitaire

To play alone.

To select a tile, simply click on it with the left mouse button. If it isn't free, a requester reports it.

When you select the second tile, if you have a matching pair, the tiles are removed, otherwise a requester reports the problem.

When you remove the last pair, a requester gives you the time used to solve the game.

## 1.19 challenge

To play against an opponent. The players will play in turn.

A requester asks you the time limit for each turn.

When the challenge starts, a little window is opened: it contains the scores and the available time for the current player.

While the challenge, menus don't work; information requesters (Tile isn't free and Tiles don't match) don't work neither.

If you double-click with the right mouse button, you can end the challenge. If you continue, time is restored.

If 4 turns pass without playing or all the tiles are removed, the challenge ends.

## 1.20 solution

Give you the solution (for the current game).

While the solution, menus don't work.

To remove pairs and continue, press the left mouse button.

To end the solution, press the right mouse button.

## 1.21 restart

Restart the current game.

## 1.22 new

Start a new game with a different random number.

---

### **1.23 select**

Open a number requester. The number you choose will be used to create the game.

### **1.24 load**

Load a formerly edited and saved layout as current layout.

### **1.25 edit**

Start the layout editor (See Editor menus).

### **1.26 layouts**

Defined layout.

### **1.27 back**

Restore the two last removed tiles.

You can go back up to the first movement of the game.

### **1.28 advice**

Search all the free pairs.

While the advice, menus don't work.

Press the left mouse button to see the next pair.

Right mouse button ends the advice.

### **1.29 tiles**

Display the seven suits of tiles.

### **1.30 Rules**

Summary of the rules.

---

## 1.31 strategy

Some advices that may help you solving the games.

## 1.32 title

Display or remove a titlebar which contains the following informations :

- tiles remaining,
- number of tiles of the layout,
- game number,
- layout name.

## 1.33 editor

Editor menus are :

FILE

Load Layout

Save Layout

Play  
TILES

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Add

Remove

Clear Layout

Undo

Titlebar (which can't be removed) contains the following ↔  
informations :

- number of used tiles,
- position (there are 7 levels of 29 by 15 tiles).

### **1.34 load layout**

Allow you to load a formerly saved layout.

### **1.35 save layout**

Allow you to save your layout in order to use it later to play.

You can't save an empty layout or a layout with an uneven number of tiles.

### **1.36 play**

Go back to the game with your custom layout.

If it has an uneven number of tiles, you'll have to change it (a requester will report the problem).

If your layout is empty, program will use one of the defined layouts to prepare the game.

### **1.37 levels**

Select the level on which you work.

Useful only when you add tiles.

### **1.38 add**

With the left mouse button, you add a tile at your pointer location, on the level you selected before.

The maximum number of tiles is 144. If you try to add a 145th tile, a requester will report the problem.

### **1.39 remove**

When you select this mode, you can remove the tile at your pointer position with the left mouse button.

### **1.40 clear layout**

Clear the layout of all the tiles. A requester asks for confirmation.

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## 1.41 undo

Undo the last action.

## 1.42 important remarks

If you have FAST memory the program will be almost twice faster than if you only have CHIP memory.

When you edit a layout, check if it has a solution. If it hasn't, the program will try all the possibilities to fill it before it understands that it cannot make a playable board and this could take a very long time. If you are patient, there's no other problem with layouts which aren't playable.

Gifts, suggestions, bug reports and enhancement requests should be sent to :

Jean-Marc BOURSOT  
1 grand' rue  
68170 RIXHEIM  
(France)

I may also answer questions asked via E-mail :

Internet : [ancien@uhafst.univ-mulhouse.fr](mailto:ancien@uhafst.univ-mulhouse.fr)

## 1.43 credits

```
««««««      IMPERIAL      »»»»»»
««««««      V2.0          »»»»»»
«««««« © 1993 Jean-Marc BOURSOT »»»»»»
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CREDITS :

```
Program      }
Gfx          } Jean-Marc Boursot
Doc & text   }
```

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